DAGGERHEART

OPEN BETA QUICKSTART ADVENTURE

INTRODUCTION

Welcome to the Daggerheart Open Beta Playtest!

In this quickstart adventure, we will provide everything you need to learn the basics of playing the game.

Before you begin, you'll need 3-6 players. 2-5 of those players will be PCs, or player characters. They will create a character who will inhabit the world. One player will be the game master, or GM, who is in charge of representing the world at large, asking questions, adjudicating dice rolls, and leading the narrative. In normal play, PCs would make their own characters and the GM would build their own story. For the Quickstart, both portions are already prepared. We highly recommend the GM read through each page on their own before players arrive, as well as watch the Daggerheart actual play available at: www.daggerheart.com

MATERIALS

Along with a printed version of this Quickstart Adventure packet, you'll need:

- A pencil for each player, and a pair of scissors.
- A set of polyhedral dice: 4-sided (d4), 6-sided (d6), 8-sided (d8), 10-sided (d10), 12-sided (d12) and twenty-sided (d20). Ideally, one set per player.
- A set of two d12s of different colors. Ideally, one set per player.
- A handful of character tokens, at least 7 for each player. These can be anything small you have lying around that won't be confused for dice.
- 6 Fear tokens for the GM. These can be anything small you have lying around that won't be confused for dice.

GETTING STARTED

Start by having the GM read *The Sablewood Messengers* section on the right side of this page aloud.

THE SABLEWOOD MESSENGERS

"Marlowe Fairwind, the right-hand sorcerer of King Emeris, has gathered her most trusted allies to carry an important package to Hush, a small village within the ancient forest of Sablewood. The crate is large, heavy and sealed with magic, addressed to the Whitefire Arcanist. You've been given a map and a carriage, and the promise of reward upon your arrival."

CHOOSING CHARACTERS

There are five pre-generated characters to choose from in this Quickstart Adventure. The GM should read the options to the players and have them take the four page character packet of the one they would like to play:

Marlowe Fairwind, the Loreborne Elf Sorcerer

She is the personal mage to King Emeris, and is responsible for bringing this group together. She appears calm, until she isn't. *Marlowe must be played during this adventure.*

Barnacle, the Underborne Ribbet Rogue

There is no danger he will not get into, and no situation he cannot get out of. He fears water and will not swim.

Garrick Reed, the Highborne Human Warrior

A defector from a distant military force, he approaches most conflict with a "kill 'em with kindness" attitude.

Khari Nix, the Ridgeborne Giant Guardian

Loyal to the end, with a dry sense of humor, she will suffer no fools. Khari was practically born with an axe in her hand.

Varian Soto, the Wildborne Katari Ranger

They take a "shoot first, ask questions later" approach. Any problem that can't be solved with a bow, isn't a problem yet.

Then give the game master their GM packet to continue.

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MARLOWE FAIRWIND

LOREBORNE ELF SORCERER

Character Overview

Marlowe Fairwind is the personal mage to King Emeris, and is responsible for bringing this group together. She appears calm, until she isn't.

BREAKDOWN

Community: Marlowe is part of the *Loreborne* community, meaning she grew up in a place that values knowledge and learning.

Ancestry: She is an *Elf*, giving her long pointed ears and acutely attuned senses.

Class & Subclass: As a *Primal Origin Sorcerer*, she can shape and change the magic she casts in unique ways.

Experience: Marlowe has the experiences "Royal Mage" and "Not On My Watch." She will be able to utilize these in play when they apply.

Weapon: She wields a dualstaff that can hit targets in far range and when successful, deals 1d6+3 magic damage.

Question: Why do you think King Emeris trusts you more than anyone else to deliver this package?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

"I rolled a 10 on the Fear die and a 7 on the Hope die, so that's a 17 with Fear!"

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear or make a move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.

"I rolled a 5 plus 3, that's 8 points of magic damage."

These mechanics and more will be covered during the coming adventure!

Character Sheet & Cards

On the next page, you'll find the character sheet for Marlowe. To finish off the build, mark 2 Hope and two gold coins. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Marlowe and fold the paper in half so that she can stand on her own on the table. Keep this next to you for now, you'll need it once you get into battle.

CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ Character — ***I trust you with my life.***

_____ Character — ***I once considered you close.***

_____ Character — ***I owe you a favor.***

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SORCERER
ARCANA & MIDNIGHT

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NAME: Marlowe Fairwind
PRONOUNS: She/Her
HERITAGE: Loreborne Elf
SUBCLASS: Primal Origin
LEVEL: 1

EVASION: 9
Start at 9

ARMOR: 2

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
0	-1	+1	+2	+1	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 6, and SEVERE 12.

1	MINOR DAMAGE	6	MAJOR DAMAGE	12	SEVERE DAMAGE
	Mark 1 HP		Mark 2 HP		Mark 3 HP

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

Royal Mage	+2
Not On My Watch	+1

GOLD

COINS ○○○○○○○○○○ HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST ☐

CLASS FEATURE

Arcane Sense
You can sense the presence of magical people and objects when you're close to them.

Minor Illusion
Roll with Spellcast (10). On a success, you create a minor illusion no larger than yourself within close range that is convincing to anyone in far range or further.

Channel Raw Power
Once per Long Rest, you can place a Domain card from your Loadout into your Vault and choose to either:

- *Gain Hope equal to the level of the card.*
- *Enhance a damage-dealing spell by dealing extra magic damage equal to twice the level of the card.*

During your next short rest, you can return this card to your hand without paying its recall cost.

ACTIVE WEAPONS

PROFICIENCY ○ ● ● ● ● ●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Dualstaff	Instinct Far	1d6+3 (mag)

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Leather Armor	2

FEATURE

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

This section denotes your **class**. Each class is made up of two **domains**. Yours are **Arcana & Midnight**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to not be hit by an attack. Yours is 9. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 2.

The three boxes on top are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 1-5, it is **minor damage** and you **mark one hit point**. If it's between 6-11, it is **major damage** and you **mark 2 hit points**. If it is 12+, it is **severe damage** and you **mark three hit points**.

If you should ever need to mark stress and can't, you **mark a hit point.** If you ever mark your last hit point, you must make a **death move**.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below) or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll your Hope die**. They can choose between your their Hope die and yours. **You start with 2 Hope marked.**

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Royal Mage" and "Not On My Watch."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth coin, you instead mark a **handful** and erase all your coins. If you should mark your tenth handful, you instead mark a **bag** and erase your handfuls, etc. **You start with two coins marked.**

Every class starts with a unique **Class Feature** that set them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Marlowe carries a Dualstaff that deals 1d6+3 magic damage to any adversaries you succeed against.

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score.** The **Feature** on armor gives you any special ability or requirement it has.

Inventory is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

SLIDE THIS OUT TO THE LEFT OF MARLOWE'S CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF MARLOWE'S CHARACTER SHEET.

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MARLOWE FAIRWIND

LEVEL 1 LOADOUT

COMMUNITY

LOREBORNE

Being part of a Loreborne community means you were brought up in a place that favored strong academic or political prowess.

Well-Read: You have advantage on any rolls you make that deal with the history, culture, or politics of a prominent person or place.

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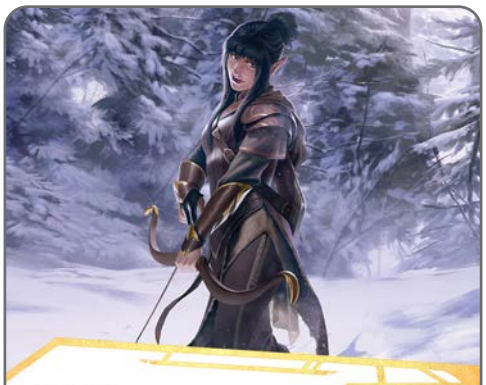
ANCESTRY



ELF ANCESTRY

Elves are typically tall humanoids with pointed ears and acutely attuned senses.

Celestial Trance: During a long rest, as one of your downtime moves, you can choose to drop into a celestial trance. When you do, roll a number of **d8** equal to the **Stress** you have marked, then clear all **Stress**. If two or more of these dice roll the same number, also clear all Hit Points.

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SUBCLASS

PRIMAL ORIGIN

Foundation

SPELLCAST: INSTINCT

Your primal origin allows you to modify the essence of magic itself. After you cast a spell or use a weapon that deals magic damage, you may mark a Stress to do any of the following:

- *Extend its reach by one range.*
- *Add **2** to the action roll result.*
- *Reroll any number of Damage Dice.*
- *Hit an additional target within range.*

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Spellcast Trait is on this card. It's the trait you'll use when making a Spellcast Roll.

DOMAIN

UNLEASH CHAOS

At the beginning of a session, place a number of tokens equal to your Spellcast Trait on this card.

You can make a **Spellcast Roll** against a target within far range and spend any number of tokens to channel raw energy from within yourself and unleash against them. On a success, roll a number of **d10** equal to the tokens you spent, and do that much magic damage to the target. Mark a **Stress** to replenish this card with tokens, up to your Spellcast Trait. Clear all tokens at the end of the session.

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DOMAIN

Level & Domain

RAIN OF BLADES

Spend **2 Hope** to conjure throwing blades that strike any enemies very close to you. Make a **Spellcast Roll** and all targets that you succeed against take **d8** magic damage using your proficiency.

If any targets you hit are currently Vulnerable, they take an additional **1d8** magic damage.

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Recall Cost
Cards can be taken out of your Loadout and put into your Vault, which makes them inactive. The Recall Cost is the amount of Stress you can spend to bring them back into your loadout.

Type of Domain Card

Spellcast Roll uses your Spellcast Trait, which can be found on your subclass card. Yours is Instinct.

Vulnerable is a condition in the game. If a creature is Vulnerable, a roll against them has advantage. This means you roll two Hope die and choose one to use.

All passive bonuses have already been applied to your character sheet.

When you see a move like this that gives you a die value "using your Proficiency" you use an amount of dice equal to your Damage Proficiency (yours is 1).

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BARNACLE

UNDERBORNE RIBBET ROGUE

Character Overview

There is no danger he will not get into, and no situation he cannot get out of. He fears water and will not swim.

BREAKDOWN

Community: Barnacle is part of the *Underborne* community, meaning he is from one of the cavern societies burrowed deep underground.

Ancestry: He is a *Ribbet*, giving him protruding eyes and webbed digits.

Class & Subclass: As a *Nightwalker Rogue*, he can move from shadow to shadow.

Experience: Barnacle has the experiences "They Don't See Me Coming!" and "Strike a Deal." He will be able to utilize these in play when they apply.

Weapon: He wields a dagger that can hit a target in melee range and when successful, deals 1d8+1 physical damage.

Question: What strange or interesting rumor have you heard about the Sablewood?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

"I rolled a 10 and a 7, that's a 17 with Fear!"

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear or make a move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.

"I rolled a 7 plus 1, that's 8 points of physical damage."

These mechanics and more will be covered during the coming adventure!

Character Sheet & Cards

On the next page, you'll find the character sheet for Barnacle. To finish off the build, mark two Hope and two gold coins. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Barnacle and fold the paper in half so that he can stand on his own on the table. Keep this next to you for now, you'll need it once you get into battle.

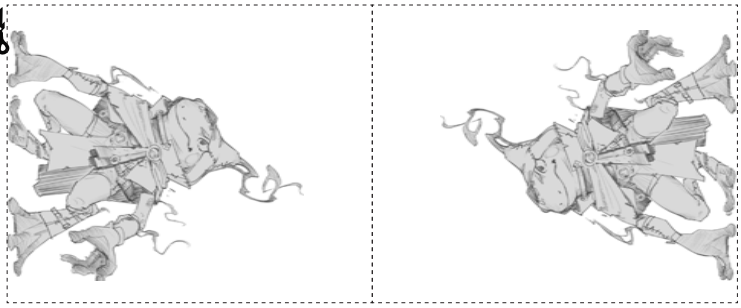
CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ Character — ***I'd follow you anywhere.***

_____ Character — ***We get in too much trouble.***

_____ Character — ***I'm intimidated by you.***



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ROGUE
MIDNIGHT & GRACE

NAME: Barnacle
PRONOUNS: He/Him
HERITAGE: Underborne Ribbet
SUBCLASS: Nightwalker
LEVEL: 1

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EVASION: 12
Start at 12

ARMOR: 2

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+1	-1	+2	0	+1	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 7, and SEVERE 14.

1	7	14
MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

They don't see me coming!	+2
Strike a deal	+1

GOLD

COINS ○○○○○○○○○○ HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST

CLASS FEATURE

Hide
When you move into a location where no enemies can see you, you can mark a Stress to become Hidden (any rolls against you at disadvantage). As a Rogue, when you are Hidden, targets also can't see you, even if they move into line of sight. You are no longer Hidden after you move or attack. When you leave Hidden to make an attack, the roll has advantage.

Sneak Attack
Whenever you have advantage on an attack roll or an ally is in melee with your target, add a ***d6*** to your damage roll. When you use Sneak Attack, you may also spend any number of Hope before the attack roll, and if it is successful, also add a number of ***d6*** equal to the Hope spent.

ACTIVE WEAPONS

PROFICIENCY ○ ● ● ● ● ●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Dagger	Finesse Melee	1d8+1 (phy)

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Leather Armor	2

FEATURE

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

This section denotes your **class**. Each class is made up of two **domains.** Yours are **Midnight & Grace**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to not be hit by an attack. Yours is 12. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 2.

The three boxes on top are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 1-6, it is **minor damage** and you **mark one hit point**. If it's between 7-13, it is **major damage** and you **mark 2 hit points**. If it is 14+, it is **severe damage** and you **mark three hit points**.

If you should ever need to mark stress and can't, you **mark a hit point.** If you ever mark your last hit point, you must make a **death move**.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below) or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll your Hope die**. They can choose between your their Hope die and yours. **You start with 2 Hope marked.**

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "They Don't See Me Coming!" and "Strike a Deal."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth coin, you instead mark a **handful** and erase all your coins. If you should mark your tenth handful, you instead mark a **bag** and erase your handfuls, etc. **You start with two coins marked.**

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Barnacle carries a Dagger that deals 1d8+1 physical damage to any adversaries you succeed against.

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score.** The **Feature** on armor gives you any special ability or requirement it has.

Inventory is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

SLIDE THIS OUT TO THE LEFT OF BARNACLE'S CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF BARNACLE'S CHARACTER SHEET.

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BARNACLE

LEVEL 1 LOADOUT

COMMUNITY

UNDERBORNE

Being part of an Underborne community means that you're from a subterranean society.

Low Light Living: When you are in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details within that area.

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ANCESTRY

RIBBET ANCESTRY

Those of ribbet ancestry resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

Amphibious: You can breathe and move underwater just as easily as on land.

Long Tongue: You can use your long tongue to grab onto things close to you. You can also mark a **Stress** to unleash it as a Finesse Close weapon that does **d12** physical damage using your Proficiency.

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When you see a move like this that gives you a die value "using your Proficiency" you use an amount of dice equal to your Damage Proficiency (yours is 1).

SUBCLASS

NIGHTWALKER

Foundation

SPELLCAST: FINESSE

Shadow Stepper: You can move from shadow to shadow. When you step into the shadow cast by another creature or object, or into an area of darkness, mark a Stress to disappear from where you are and reappear inside of any other shadow within Far range.

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Spellcast Trait is on this card. It's the trait you'll use when making a Spellcast Roll.

DOMAIN

PICK AND PULL

You have advantage on any attempt to pick a non-magical lock, disarm a trap, or steal an item from a target (either through stealth or by force).

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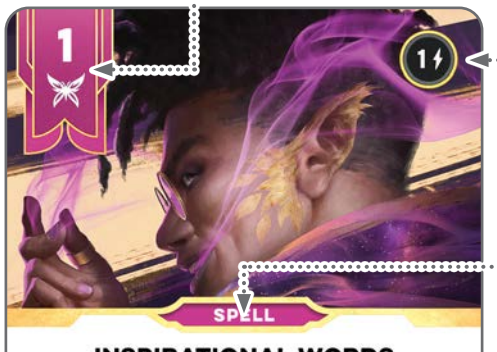
DOMAIN

Level & Domain



INSPIRATIONAL WORDS

You can imbue your speech with enhancing power. At the beginning of a session, place a number of tokens on this card equal to your Presence score. When you recite your words, spend a token and choose an option from the list below to grant to the ally you are speaking to. If the action tracker is active, place that token on it. At the end of a session, clear all tokens.

- *Clear a Stress*
- *Heal a Hit Point.*
- *Gain a Hope.*

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Recall Cost
Cards can be taken out of your Loadout and put into your Vault, which makes them inactive. The Recall Cost is the amount of Stress you can spend to bring them back into your loadout.

Type of Domain Card

All passive bonuses have already been applied to your character sheet.

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GARRICK REED

HIGHBORNE HUMAN WARRIOR

Character Overview

A defector from a distant military force, he approaches most conflict with a "kill 'em with kindness" attitude.

BREAKDOWN

Community: Garrick is part of the *Highborne* community, meaning he was born into a life of elegance, opulence, and prestige.

Ancestry: He is a *Human*, giving him rounded ears and a natural endurance.

Class & Subclass: As a *Call of the Brave Warrior*, he can steel himself before battle to gain a tactical advantage.

Experience: Garrick has the experiences "Affable" and "Hit Them Hard." He will be able to utilize these in play when they apply.

Weapon: He wields a longsword that can hit targets in melee range and when successful, deals 1d8+3 physical damage.

Question: What has Marlowe asked of you previously that made this mission difficult to say yes to?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

"I rolled a 10 and a 7, that's a 17 with Fear!"

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear or make a move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.

"I rolled a 6 plus 3, so that's 9 points of physical damage."

These mechanics and more will be covered during the coming adventure!

Character Sheet & Cards

On the next page, you'll find the character sheet for Garrick Reed. To finish off the build, mark two Hope and two gold coins. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Garrick and fold the paper in half so that he can stand on his own on the table. Keep this next to you for now, you'll need it once you get into battle.

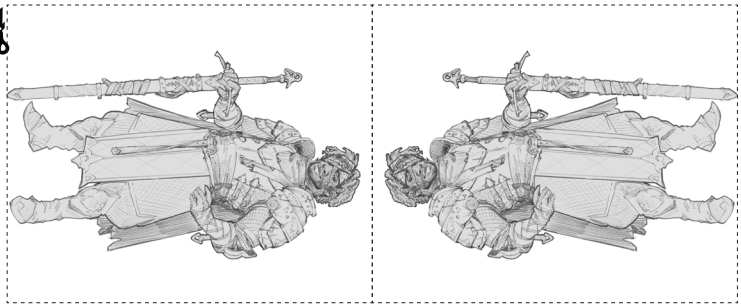
CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ ***I'll keep your secret.***
Character

_____ ***I see you trying your best.***
Character

_____ ***We need to put our feelings aside.***
Character



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WARRIOR
BLADE & BONE

DAGGERHEART OPEN BETA V1.3

NAME: Garrick Reed
PRONOUNS: He/Him
HERITAGE: Highborne Human
SUBCLASS: Call of the Brave
LEVEL: 1

EVASION	ARMOR
9	4
Start at 10	

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+2	+1	+1	0	-1	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 8, and SEVERE 16.

1	8	16
MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

Affable	+2
Hit Them Hard	+1

GOLD

COINS ○○○○○○○○○○ HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST ☐

CLASS FEATURE

Battle Strategist
After a successful attack roll, you can describe how you outmaneuver your target, then mark a Stress to deal them a Stress.

Attack of Opportunity
If an adversary attempts to leave your Melee range, make a reaction roll against their difficulty. Choose one effect on a successful roll, or two on a critical success:

- *Keep them from moving.*
- *Deal your primary weapon damage.*
- *Move with them.*

Combat Training
Ignore burden when equipping weapons. Whenever you roll damage, add extra physical damage equal to your Level.

ACTIVE WEAPONS

PROFICIENCY ○ ● ● ● ● ●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Longsword	Agility Melee	1d8+3 (phy)

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Chainmail Armor	4

FEATURE: Heavy: -1 Evasion

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

This section denotes your **class**. Each class is made up of two **domains.** Yours are **Blade & Bone**. You'll choose the majority of your **abilities and spells** from these domains.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

Evasion represents your ability to not be hit by an attack. Yours is 9. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 4.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

The three boxes on top are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 1-7, it is **minor damage** and you **mark one hit point**. If it's between 8-15, it is **major damage** and you **mark 2 hit points**. If it is 16+, it is **severe damage** and you **mark three hit points**.

If you should ever need to mark stress and can't, you **mark a hit point.** If you ever mark your last hit point, you must make a **death move**.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Garrick carries a Longsword that deals 1d8+3 physical damage to any enemies it hits.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below) or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll your Hope die**. They can choose between your their Hope die and yours. **You start with 2 Hope marked.**

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score.** The **Feature** on armor gives you any special ability or requirement it has.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Affable" and "Hit Them Hard."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth coin, you instead mark a **handful** and erase all your coins. If you should mark your tenth handful, you instead mark a **bag** and erase your handfuls, etc. **You start with two coins marked.**

Inventory is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

SLIDE THIS OUT TO THE LEFT OF GARRICK'S CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF GARRICK'S CHARACTER SHEET.

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GARRICK REED

LEVEL 1 LOADOUT

COMMUNITY

HIGHBORNE

Being part of a Highborne community means you were born into a life of elegance, opulence, and prestige within the upper echelons of society.

Privilege: You have advantage on rolls you make to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

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ANCESTRY

HUMAN ANCESTRY

Those of human ancestry are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

Perseverance: When you fail a roll that utilized one of your Experiences, you can mark a **Stress** to reroll. You must take the new result.

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SUBCLASS

CALL OF THE BRAVE

Foundation

When you fail a roll with **Fear**, you gain a Hope.

Once per long rest, before you attempt something incredibly dangerous or face off against a foe who clearly outmatches you, describe what ritual you perform or preparation you make, then clear **2 Stress** and gain **2 Hope**.

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DOMAIN

NOT GOOD ENOUGH

When you roll your damage dice, you may reroll any **1s** or **2s**. If you do, you must take the new result, even on a **1** or **2**.

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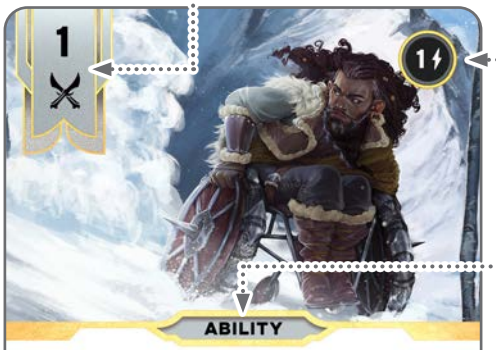
DOMAIN

Level & Domain



I SEE IT COMING

When you are targeted by a ranged attack, mark a **Stress** to roll a **d6** and increase your Evasion against this attack by its value.

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Recall Cost
Cards can be taken out of your Loadout and put into your Vault, which makes them inactive. The Recall Cost is the amount of Stress you can spend to bring them back into your loadout.

Type of Domain Card

All passive bonuses have already been applied to your character sheet.

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KHARI NIX

WANDERBORNE GIANT GUARDIAN

Character Overview

Loyal to the end, with a dry sense of humor, she will suffer no fools. Khari was practically born with an axe in her hand.

BREAKDOWN

Community: Khari is part of the *Ridgeborne* community, meaning she was raised in a mountainous environment.

Ancestry: She is a *Giant*, meaning she is very tall with broad stature and long reach.

Class & Subclass: As a *Stalwart Guardian*, she is excellent at tanking physical damage in battle.

Experience: Khari has the experiences "I've Got Your Back" and "Not Afraid of Anything." She will be able to utilize these in play when they apply.

Weapon: She wields a battleaxe that can hit targets in very close range and when successful, deals 1d10+3 physical damage.

Question: Your community called the Sablewood something else. What was their name for it, and why?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the *Duality* Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.
"I rolled a 10 and a 7, that's a 17 with Fear!"

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear or make a move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.
"I rolled a 7 plus 3, that's 10 points of physical damage."

These mechanics and more will be covered during the coming adventure!

Character Sheet & Cards

On the next page, you'll find the character sheet for Khari Nix. To finish off the build, mark two Hope and two gold coins. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Khari and fold the paper in half so that she can stand on her own on the table. Keep this next to you for now, you'll need it once you get into battle.

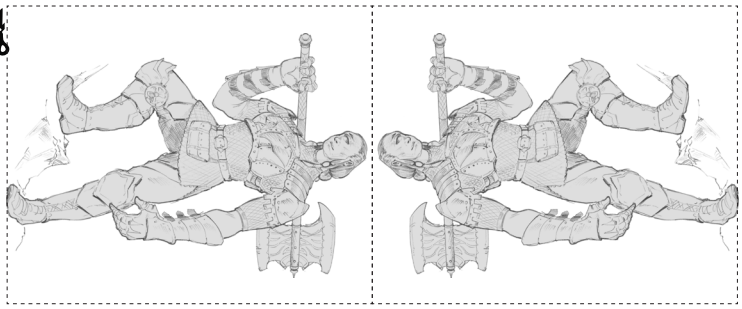
CONNECTIONS

Create connections with your party before beginning. Assign at least one of these relationships to a character.

_____ ***We both want the same thing.***
Character

_____ ***I'm trying to impress you.***
Character

_____ ***You are my childhood friend.***
Character



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GUARDIAN
VALOR & BLADE

DAGGERHEART OPEN BETA V1.3

NAME: Khari Nix
PRONOUNS: She/Her
HERITAGE: Ridgeborne Giant
SUBCLASS: Stalwart
LEVEL: 1

EVASION: 5 (Start at 6)
ARMOR: 4

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
0	+2	-1	+1	0	+1
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 9, and SEVERE 20.

3	11	22
MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to use an experience or help an ally.

EXPERIENCE

I've got your back	+2
Not afraid of anything	+1

GOLD

COINS | HANDFULS | BAGS | CHEST

CLASS FEATURE

Unstoppable
Once per Long Rest, you can become Unstoppable. Your Unstoppable die begins as a ***d4***. Place it on the spot to the right, starting with the die's highest value facing up. While Unstoppable, you:

- *Gain resistance to physical damage.*
- *Add an additional **d6** to any damage rolls you make.*
- *Add the current value of the Unstoppable die to your armor score.*
- *Cannot be Restrained or Vulnerable.*

Anytime you roll your damage dice, reduce the Unstoppable die value by one. When you would reduce the value below 1 or the scene ends, remove it and drop out of Unstoppable. At Level 3, upgrade your Unstoppable die to a ***d6***. At Level 7, upgrade it to a ***d8***.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Battleaxe	Strength Very Close	1d10+3 (phy)

FEATURE:

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE:

ACTIVE ARMOR

NAME	BASE SCORE
Chainmail Armor	4

FEATURE: Heavy: -1 Evasion

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE:

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE:

This section denotes your **class**. Each class is made up of two **domains.** Yours are **Valor & Blade**. You'll choose the majority of your **abilities and spells** from these domains.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

Evasion represents your ability to not be hit by an attack. Yours is 5. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 4.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

The three boxes on top are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 2 or below, you take no damage. If it's between 3-10, it is **minor damage** and you **mark one hit point**. If it's between 11-21, it is **major damage** and you **mark 2 hit points**. If it is 22+, it is **severe damage** and you **mark three hit points**.

If you should ever need to mark stress and can't, you **mark a hit point.** If you ever mark your last hit point, you must make a **death move**.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Khari carries a Battleaxe that deals 1d10+3 physical damage to any enemies it hits.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below) or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll your Hope die**. They can choose between your their Hope die and yours. **You start with 2 Hope marked.**

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score.** The **Feature** on armor gives you any special ability or requirement it has.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "I've Got Your Back" and "Not Afraid of Anything."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth coin, you instead mark a **handful** and erase all your coins. If you should mark your tenth handful, you instead mark a **bag** and erase your handfuls, etc. **You start with two coins marked.**

Inventory is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

SLIDE THIS OUT TO THE LEFT OF KHARI'S CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF KHARI'S CHARACTER SHEET.

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KHARI NIX

LEVEL 1 LOADOUT

RIDGEBORNE

Being part of a Ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home.

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge. Additionally, raise your Severe Damage Threshold by 2.

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GIANT

ANCESTRY

Giants are very tall humanoids with long arms, broad stature, and one to three eyes.

Endurance: Gain an additional Hit Point Slot at character creation.

Reach: Any melee weapon you wield has its range increased to Very Close.

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STALWART

Foundation

When you take this foundation, increase all of your Damage Thresholds by **2**.

When you take physical damage, you can mark a Stress instead of an Armor Slot to reduce the damage by your Armor Score.

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Level & Domain

WHIRLWIND

When you make a successful attack using a weapon with melee or very close range, you may also spend a **Hope** to use that roll against every other enemy in that weapon's range. Any additional enemies you succeed against with this ability take half damage (rounded up).

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I AM YOUR SHIELD

When an ally very close to you is going to take damage, you may mark a **Stress** to stand in its way and take the damage instead. Reduce the damage by a value equal to your Strength Trait. You may also reduce the damage by spending armor slots.

[Artist Name TK] ©2024 Daggerheart v1.3 Open Beta

Recall Cost
Cards can be taken out of your Loadout and put into your Vault, which makes them inactive. The Recall Cost is the amount of Stress you can spend to bring them back into your loadout.

Type of Domain Card

All passive bonuses have already been applied to your character sheet.

VARIAN SOTO

WILDBORNE KATARI RANGER

Character Overview

They take a "shoot first, ask questions later" approach. Any problem that can't be solved with a bow, isn't a problem yet.

BREAKDOWN

Community: Varian is part of the *Wildborne* community, meaning they were raised by a clan hidden deep within the forest.

Ancestry: They are a *Katari*, giving them soft fur, triangular ears, and a tail.

Class & Subclass: As a *Wayfinder Ranger*, they can often identify the shortest, most direct path to a place they've visted before.

Experience: Varian has the experiences "Nature's Friend" and "Deadly Aim." They will be able to utilize these in play when they apply.

Weapon: They wield a shortbow that can hit targets in far range and when successful, deals 1d6+3 physical damage.

Question: What hybrid animal have you been hunting for years that you're hoping to see while in the Sablewood?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the *Duality* Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.
"I rolled a 10 and a 7, that's a 17 with Fear!"

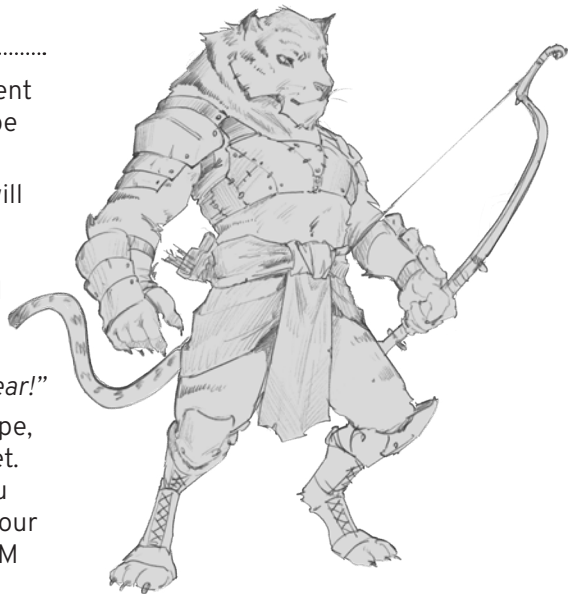
Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM can choose to take a Fear or make a move. They can spend Fear to instigate or accentuate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.

"I rolled a 5 plus 3, that's 8 points of physical damage."

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you'll find the character sheet for Varian Soto. To finish off the build, mark two Hope and two gold coins. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well some guidance on how to use them.

Character Standee

Cut out the standee below for Varian and fold the paper in half so that they can stand on their own on the table. Keep this next to you for now, you'll need it once you get into battle.

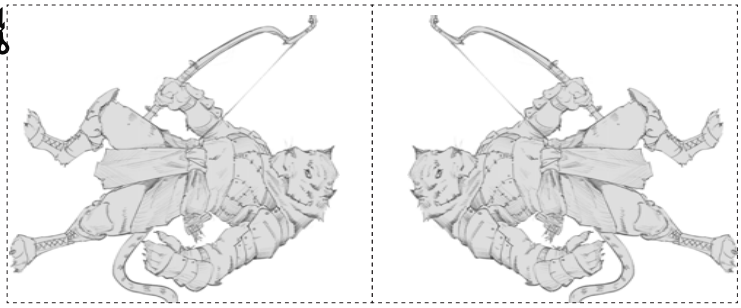
CONNECTIONS

Create connections with your party before beginning.
Assign at least one of these relationships to a character.

_____ Character — ***I want to be more like you.***

_____ Character — ***I'm worried you're better than me.***

_____ Character — ***We tell each other everything.***



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RANGER
BONE & SAGE

NAME: Varian Soto
PRONOUNS: They/Them
HERITAGE: Wildborne Katari
SUBCLASS: Wayfinder
LEVEL: 1

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EVASION: 11 (Start at 10)
ARMOR: 2

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
+2	0	+1	+1	-1	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 4, MAJOR 9, and SEVERE 14.

1	7	14
MINOR DAMAGE	MAJOR DAMAGE	SEVERE DAMAGE
Mark 1 HP	Mark 2 HP	Mark 3 HP

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

Deadly Aim	+2
Nature's Friend	+1

GOLD

COINS ○○○○○○○○○○ HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST ☐

CLASS FEATURE

Ranger's Focus
Spend Hope and make an attack with your weapon. On a success, you temporarily put your Ranger's Focus on the target along with doing damage from the attack. While they are your focus:

- *You know precisely what direction they are in.*
- *All damage rolls you make against them also deal a Stress.*
- *On a missed attack you make against them, you may end Ranger's Focus to reroll your Duality Dice and take the new result.*

You may only hold Ranger's Focus on one creature at a time.

ACTIVE WEAPONS

PROFICIENCY ○●●●●●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Shortbow	Agility Far	1d6+3 (phy)

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Leather Armor	2

FEATURE

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

This section denotes your **class**. Each class is made up of two **domains.** Yours are **Bone & Sage**. You'll choose the majority of your **abilities and spells** from these domains.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

Evasion represents your ability to not be hit by an attack. Yours is 11. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 2.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

The three boxes on top are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 1-6, it is **minor damage** and you **mark one hit point**. If it's between 7-13, it is **major damage** and you **mark 2 hit points**. If it is 14+, it is **severe damage** and you **mark three hit points**.

If you should ever need to mark stress and can't, you **mark a hit point.** If you ever mark your last hit point, you must make a **death move**.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Varian carries a Shortbow that deals 1d6+3 physical damage to any enemies it hits.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below) or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll your Hope die**. They can choose between your their Hope die and yours. **You start with 2 Hope marked.**

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score.** The **Feature** on armor gives you any special ability or requirement it has.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Nature's Friend" and "Deadly Aim."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth coin, you instead mark a **handful** and erase all your coins. If you should mark your tenth handful, you instead mark a **bag** and erase your handfuls, etc. **You start with two coins marked.**

Inventory is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

SLIDE THIS OUT TO THE LEFT OF VARIAN'S CHARACTER SHEET.

SLIDE THIS OUT TO THE RIGHT OF VARIAN'S CHARACTER SHEET.

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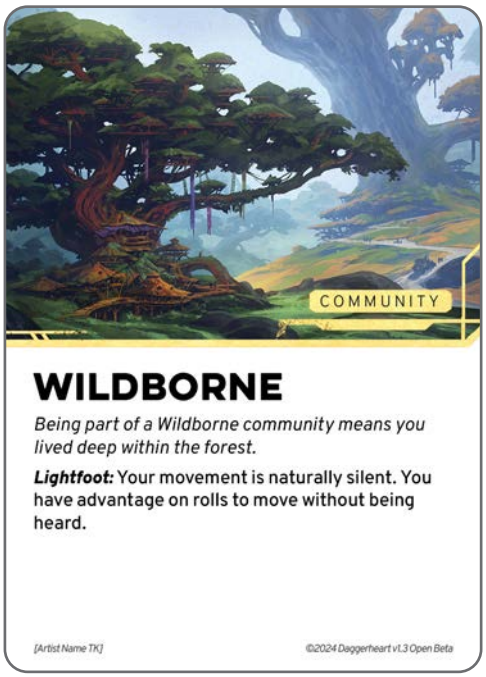
VARIAN SOTO

LEVEL 1 LOADOUT



WILDBORNE

Being part of a Wildborne community means you lived deep within the forest.

Lightfoot: Your movement is naturally silent. You have advantage on rolls to move without being heard.

[Artist Name TK] ©2024 Daggerheart v1.3 Open Beta

KATARI

Those of katari ancestry are feline humanoids with soft fur and high, triangular ears.

Feline Instincts: Before you make an Agility roll, you can spend any number of **Hope**, adding **+1** to the roll result for each **Hope** you spend.

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WAYFINDER

Foundation

SPELLCAST: AGILITY

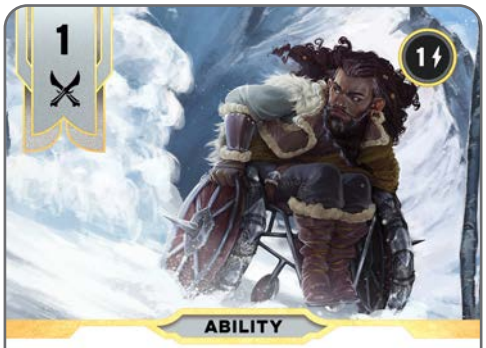
Apex Predator: Mark a Stress to increase your Proficiency by **1** on a damage roll. Additionally, whenever you deal Severe damage to an enemy, they also mark a Stress.

Path Forward: When you're headed for a place you've previously visited, or you carry an object with you that has been there before, you can identify the shortest, most direct path to your destination.

[Artist Name TK] ©2024 Daggerheart v1.3 Open Beta

Spellcast Trait is on this card. It's the trait you'll use when making a Spellcast Roll.

Level & Domain



NIMBLE

While this card is in your loadout, add half of your Agility score to your Evasion (rounded up).

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VICIOUS ENTANGLE

Make a **Spellcast Roll** against a target within far range. One a success, roots and vines reach out from the ground and temporarily Restrain them, dealing **1d8** physical damage.

On a success, you may also spend a **Hope** to temporarily Restrain any enemies very close to your target.

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Recall Cost
Cards can be taken out of your Loadout and put into your Vault, which makes them inactive. The Recall Cost is the amount of Stress you can spend to bring them back into your loadout.

Type of Domain Card

Spellcast Roll uses your Spellcast Trait, which can be found on your subclass card. Yours is Instinct.

Restrain is a condition that means the target can't move. Because it's temporary, the GM can only end it on their move.

All passive bonuses have already been applied to your character sheet.

THE GAME MASTER
ADVENTURE GUIDE

INTRODUCTION

Welcome to the Game Master's section of the Quickstart Adventure Guide! If you're here, you're probably about to run the Sablewood Messengers quickstart adventure for your players. Whether you've run numerous RPGs in the past or this is your first time taking on the GM role, we'll lead you through everything you need to know to have a successful first session of Daggerheart. It is recommended you read through this entire guide before beginning. You'll also want to cut out all the Sablewood Messengers standees at the back of this guide and gather 6 tokens you can utilize to represent Fear during the game.

CHARACTER PACKET

After they receive their character packet, ensure your players read through the first page. It will give them the background information on their character.

At the end of the Breakdown section, there will be a question for them to answer. Go around the table sharing the responses to each question. Then, ask the players to assign their Connections to other characters in the party. They may choose one, two, or all three. Encourage them to talk about why they've given these connections to each other, and build their relationships together. Take notes on anything that might be useful from their conversation to work into the adventure.

Then ask them to cut out their character standee, fold it, and place it next to them. They'll need it during combat.

> **FIELDING QUESTIONS**
>
> Your players may have questions about how aspects of their character sheet, cards, or the game works. If they ask something you don't know yet, that's okay! Remind them that this adventure is designed to teach everyone as you play together.

THE SABLEWOOD

As your players look over the first page of their character packet, take a moment to read through the Sablewood summary below to familiarize yourself with the setting of this adventure.

The Sablewood is a region in the Core Rulebook designed for level one characters, so when you finish this adventure, you can easily continue the story by exploring additional areas of the forest.

SUMMARY

The Sablewood is a seemingly-endless forest of dark trees that reach hundreds of feet towards the sky–some say they have been here since the time before the **Forgotten Gods**. It's famous for its unique hybrid animals, like the lemur-toads and tiger-elk, as well as its well-worn trade routes populated by traveling merchants.

The hybrid animals in this place range from completely docile to extremely vicious. A cat-squirrel might come feed gently from your hand, while an eeligator would launch itself out of the nearby river to snap you up as an easy meal.

Within the Sablewood there is a small, friendly village known as **Hush**, the PCs' destination during this adventure. There are no inns in Hush. Any travelers passing through are treated as honored guests and invited to stay in the home of a member of the community.

Many of the people of Hush (and the Sablewood at large) still worship the Forgotten Gods, despite having no names by which to call them. The **Whitefire Arcanist** is the leader of Hush's primary religious order and maintains the magic of the wards that protect the village.

Continue to Teaching The Game.

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TEACHING THE GAME

GUIDING PLAYERS

MECHANICAL OVERVIEW

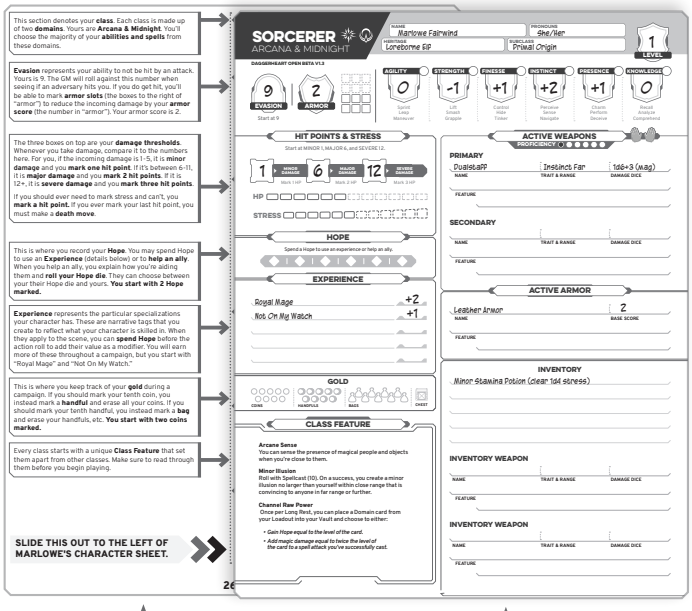
This section will cover the very basic mechanical elements of Daggerheart. Read the boxed sections aloud. As you do, ask the players to follow along.

We're going to quickly cover the basics of what you need to know to start playing. First off, Daggerheart is a collaborative, narrative-focused roleplaying game. That means we'll all be working together to tell a story using the mechanics of the game as our foundation. You will each make choices for your characters during the adventure, and I will describe the rest of the world reacting around them. Sometimes I might ask you a question—what your character knows about a place or has heard about a person. I'll do my best to integrate your answers into the story we're telling, so that we're building this world together!

Okay, let's turn to your Character Sheet. You'll find an additional page underneath that we'll call the "Character Sheet Explainer." Slide it out to the left until the arrows are pointing at the left side of your character sheet.

Character Sheets

You have a character sheet and an explainer sheet on pages 25 and 26 to use as well. Use them to walk your players through their own character sheet, starting on the left side of the explainer sheet. Moving around the table, have each player read a section aloud. Then, slide the character sheet explainer out to the right side and do this again. Once you're finished, come back here.


This section denotes your class. Each class is made up of two domains. Yours are Arcana & Midnight. You'll choose the majority of your abilities and spells from these domains.
Evasion represents your ability to not be hit by an attack. Yours is 9. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark armor slots (the boxes to the right of "armor") to reduce the incoming damage by your armor score (the number in "armor"). Your armor score is 2.
The three boxes on top are your damage thresholds. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 1-5, it is minor damage and you mark one hit point. If it's between 6-11, it is major damage and you mark 2 hit points. If it is 12+, it is severe damage and you mark three hit points.
If you should ever need to mark stress and can't, you mark a hit point. If you ever mark your last hit point, you must make a death move.
This is where you record your Hope. You may spend Hope to use an Experience (details below) or to help an ally. When you help an ally, you explain how you're aiding them and roll your Hope die. They can choose between your their Hope die and yours. You start with 2 Hope marked.
Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can spend Hope before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Royal Mage" and "Not On My Watch."
This is where you keep track of your gold during a campaign. If you should mark your tenth coin, you instead mark a handful and erase all your coins. If you should mark your tenth handful, you instead mark a bag and erase your handfuls, etc. You start with two coins marked.
Every class starts with a unique Class Feature that set them apart from other classes. Make sure to read through them before you begin playing.
SLIDE THIS OUT TO THE LEFT OF MARLOWE'S CHARACTER SHEET.
SORCERER
ARCANA & MIDNIGHT
Marlowe Fairwind
Loreborne Elf
She/Her
Primal Origin
1 LEVEL
9 EVASION
2 ARMOR
AGILITY 0
STRENGTH -1
FINESSE +1
INSTINCT +2
PRESENCE +1
KNOWLEDGE 0
HIT POINTS & STRESS
ACTIVE WEAPONS
PRIMARY
Dualblade
Instinct Far
1d6+3 (mag)
SECONDARY
HOPE
EXPERIENCE
Royal Mage +2
Not On My Watch +1
ACTIVE ARMOR
Leather Armor
2
GOLD
INVENTORY
Minor Stamina Potion (clear 1d4 stress)
CLASS FEATURE
Arcane Sense
Minor Illusion
Channel Raw Power
INVENTORY WEAPON
INVENTORY WEAPON
Character Sheet Explainer
Character Sheet

Rolling Dice

Before reading the next section, ask players to grab their dice and roll them with you.

ACTION ROLLS

Now that we've looked at our character sheets, let's talk about how we roll some dice in Daggerheart. I'll give you the basics and we'll learn more as we go! First, grab your 2d12 dice, called your Duality Dice. Decide which represents Hope and which represents Fear.

When you have your character do something in the story that is dangerous or could result in consequences, I'll probably ask you to make an action roll. You'll roll both of those d12 dice, and add the applicable character trait to the result. I'll usually tell you which one it is, but sometimes I might ask you. If you want to, you may use some of the tokens you have to represent the modifier for a roll.

Let's say you are making an Agility roll and you have a +2 in that trait–you'll take 2 tokens into your hand and roll them along with your dice. Then, you'll count everything up and tell me the result, along with which die rolled higher. For example, if you rolled a 6 on the Hope die and a 10 on the Fear die, that would be 16, plus the 2 tokens you rolled, bringing it to a total of 18. Because the Fear die rolled higher, you would tell me that you got an 18 with Fear.

If you roll with Hope, you mark a Hope on your sheet. If you roll with Fear, I can make a move, or I can take a Fear token to use later.

Take a Fear token to illustrate this.

Sometimes, you might have an Experience that applies to a roll. Maybe you have "Expert Climber" and are attempting to scale a wall, or "Eagle Eye" and you're trying to spot tracks in the dirt. You can spend a Hope before the roll to describe how that Experience helps you, and add its value to your roll.

Lastly, let's talk about Spellcast rolls. Those are action rolls using your Spellcast trait, which will be on your Subclass's Foundation card if you are a spellcaster. For example, Marlowe's Spellcast Trait is Instinct.

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HOW DICE ROLLS AFFECT THE STORY

Alright, we've talked about how dice roll, let's talk about what they do in the story! Usually, I'll set a difficulty for the roll based on the situation, like 6 or 14 or 25, and your goal is to meet or beat that number. If an ability or spell has a number on it, like Spellcast Roll (13), that's the difficulty of the roll. If you succeed, you get what you wanted! If you don't, you fail and something new happens in the story because of it. Hope and Fear also play a part in this:

*If you get a **success with Hope**, that means you accomplish your goal and all is well. You can continue to pass the scene around the table to the other players as you'd like.*

*A **success with Fear** means you do it, but there is a consequence or a complication, so I can gain a Fear or make what we call a "GM move." This just means I'll change the story in some way. You might have to mark a Stress, bad guys might attack, the environment might change, or something else entirely. The move I make won't undermine your success, you will get what you wanted, but it means I'll continue to push the story we're telling forward in an exciting way.*

*If you roll a **failure with Hope**, you don't get what you wanted, but things don't go as badly as they could. I'll make a move that matches the narrative, and then I'll turn things back to the rest of the table.*

*If you roll a **failure with Fear**, the situation goes very badly. I'll gain a Fear or get to make a move that raises the stakes to highlight the consequences.*

*Saving the best for last, if you ever roll two of the same number, no matter what that number is, that is a **critical success** in Daggerheart. You get what you wanted and a little extra. You get to mark a Hope and you can also clear a Stress, if you have one. If it is an attack roll, you get to add the maximum your damage dice could roll as a modifier to your damage roll. If you deal 1d8+4 damage, you'd add 8 to the roll.*

COMBAT

Next, put the action tracker card and some standees on the table to showcase how combat works, and continue.

Finally, we're going to talk about combat. When you want to attack a target, you'll ask me if it is in range of your weapon. If it is, you can make an action roll with that weapon, using the trait it calls for. This is called an attack roll. If you succeed against the target, you'll then make a damage roll. Look at the damage dice section of your weapon and roll what it says, then tell me the total and whether the damage is physical or magic.

When a fight breaks out, I'll usually place this action tracker on the table. Whenever you make an action roll or activate one of your features that says "use an action", you also place a token on the tracker. You aren't limited in how many tokens you put on, so if you ever need more, feel free to grab them.

Then, when any player rolls a failure or with Fear, I can use my GM move to spend as many of those tokens as I want to activate the enemies. We'll see it all in action soon, but for now, let's take a short break before we play.

ACTION TRACKER
Whenever PCs make an action roll, they place a character token on the action tracker. When the GM makes a move, they may choose to spend
the tokens currently on the action tracker. For each token they
activate an adversary on the battlefield to take an action (this
spell, making an attack, ending a temporary cond

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SORCERER
ARCANA & MIDNIGHT

DAGGERHEART OPEN BETA V1.3

NAME: Marlowe Fairwind
PRONOUNS: She/Her
HERITAGE: Loreborne Elf
SUBCLASS: Primal Origin
LEVEL: 1

EVASION 9
Start at 9

ARMOR 2

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
0	-1	+1	+2	+1	0
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

HIT POINTS & STRESS

Start at MINOR 1, MAJOR 6, and SEVERE 12.

1	MINOR DAMAGE	6	MAJOR DAMAGE	12	SEVERE DAMAGE
	Mark 1 HP		Mark 2 HP		Mark 3 HP

HP ☐☐☐☐☐☐☐☐☐☐☐☐

STRESS ☐☐☐☐☐☐☐☐☐☐☐☐

HOPE

Spend a Hope to use an experience or help an ally.

◆ ◆ ◆ ◆ ◆ ◆

EXPERIENCE

Royal Mage	+2
Not On My Watch	+1

GOLD

COINS ○○○○○○○○○○ HANDFULS ○○○○○○○○○○ BAGS ○○○○○○○○○○ CHEST ☐

CLASS FEATURE

Arcane Sense
You can sense the presence of magical people and objects when you're close to them.

Minor Illusion
Roll with Spellcast (10). On a success, you create a minor illusion no larger than yourself within close range that is convincing to anyone in far range or further.

Channel Raw Power
Once per Long Rest, you can place a Domain card from your Loadout into your Vault and choose to either:

- *Gain Hope equal to the level of the card.*
- *Add magic damage equal to twice the level of the card to a spell attack you've successfully cast.*

ACTIVE WEAPONS

PROFICIENCY ○ ● ● ● ● ●

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE
Dualstaff	Instinct Far	1d6+3 (mag)

FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

ACTIVE ARMOR

NAME	BASE SCORE
Leather Armor	2

FEATURE

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

INVENTORY WEAPON

NAME	TRAIT & RANGE	DAMAGE DICE

FEATURE

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This section denotes your **class**. Each class is made up of two **domains**. Yours are **Arcana & Midnight**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to not be hit by an attack. Yours is 9. The GM will roll against this number when seeing if an adversary hits you. If you do get hit, you'll be able to mark **armor slots** (the boxes to the right of "armor") to reduce the incoming damage by your **armor score** (the number in "armor"). Your armor score is 2.

The three boxes on top are your **damage thresholds**. Whenever you take damage, compare it to the numbers here. For you, if the incoming damage is 1-5, it is **minor damage** and you **mark one hit point**. If it's between 6-11, it is **major damage** and you **mark 2 hit points**. If it is 12+, it is **severe damage** and you **mark three hit points**.

If you should ever need to mark stress and can't, you **mark a hit point.** If you ever mark your last hit point, you must make a **death move**.

This is where you record your **Hope**. You may spend Hope to use an **Experience** (details below) or to **help an ally**. When you help an ally, you explain how you're aiding them and **roll your Hope die**. They can choose between your their Hope die and yours. **You start with 2 Hope marked.**

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Royal Mage" and "Not On My Watch."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth coin, you instead mark a **handful** and erase all your coins. If you should mark your tenth handful, you instead mark a **bag** and erase your handfuls, etc. **You start with two coins marked.**

Every class starts with a unique **Class Feature** that set them apart from other classes. Make sure to read through them before you begin playing.

SLIDE THIS OUT TO THE LEFT OF MARLOWE'S CHARACTER SHEET.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*melee, very close, close, far, or very far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Marlowe carries a Dualstaff that deals 1d6+3 magic damage to any adversaries you succeed against.

This is the section for your **active armor**. Along with a **name**, armor has a **base score** that will contribute towards your **armor score.** The **Feature** on armor gives you any special ability or requirement it has.

Inventory is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.

SLIDE THIS OUT TO THE RIGHT OF MARLOWE'S CHARACTER SHEET.

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TEACHING THE GAME CONT'D

GM'S GUIDE

While the players are taking a short break, review the mechanics and narrative on this page and the one following it. The quickstart adventure will lead you through what you need to know, but it will help to have a primer before you jump in.

MECHANICAL OVERVIEW

You always set a **difficulty** before an action roll. Sometimes the difficulty will be noted by an adversary, other times you'll have to make it up. Use the below as basic guidance:

10 - Easy | 15 - Medium | 20 - Hard

Remember that when PCs roll with **Hope**, they gain Hope, and when PCs roll with **Fear**, you may choose to gain Fear.

You can always give **advantage** or **disadvantage** to a PC on a roll, if it makes sense in the situation. If a player has advantage, have them roll an additional Hope die and choose one to use for the roll. If they have disadvantage, have them roll an additional Hope die and take the lower of the two dice as their Hope die. When you have advantage as a GM, you roll an additional d20 and take the higher result. When you have disadvantage, roll an additional d20 and take the lower one.

When you make a GM move, you should aim to create a complication, signal that a new threat is on its way, reveal a new danger, spend tokens on the action tracker to activate adversaries, have the PC mark a Stress, or anything else that seems narratively relevant in the scene.

You can spend tokens that are on the **action tracker** 1-for-1 to activate any adversaries that are on the battlefield. Activating an adversary means it is their turn to act, usually to move and/or attack a target in range of their weapon, or use one of their Actions. You can only activate each adversary once per GM move, so once you've activated every adversary who is in the fight, any remaining tokens stay on the tracker until next time.

During a GM move, you can spend an action token to end a temporary condition. At any time, you can **spend 2 action tokens to gain a Fear**.

When an **adversary attacks a PC**, you'll make an attack roll. Roll a d20 and add the adversary's attack modifier, then ask if the total meets or beats the Evasion value on the PC's character sheet. If it does, you'll roll the damage dice and tell the PC what the value and type is. *"That's a 5 and a 3, so that's 8 points of physical damage."*

While in battle, the tokens placed on the action tracker are a good way to keep track of who you might want to spotlight next. If a PC has not contributed to the action tracker in some time, consider shifting the spotlight to them next.

Ranges in the game are abstracted to common language and at your discretion, but if you're playing with maps and minis, the list below is a good place to start:

Melee is two adversaries directly next to one another.

Very Close is 5-10 feet, or anywhere on the map within the length of the short side of a playing card (about 3 inches).

Close is 10-30 feet, or anywhere on the map within the length of a standard pencil (about 6 inches).

Far is 30-100 feet, or anywhere within a letter-sized piece of paper's longest length (about 12 inches).
Very Far is anywhere beyond that, while still in the scene.

Movement during a player's turn is only restricted if there is danger present in the scene. During combat, PCs can move anywhere within close range when they are making an action roll. If they want to move as their only action, or get somewhere beyond close range while danger is present, they should make an Agility roll to see if they get there safely.

Adversaries can move within close range and act, or spend their activation moving anywhere else.

Below is a **stat block** for an adversary in this adventure.

Thistlefolk Thief

Serrated Blade - Melee - 3d6 (phy)
Attack Modifier: +3
Difficulty: 14

Minor 1 | Major 7 | Severe 14
HP: ○ ○ ○ ○
Stress: ○ ○

FEATURES

Back Off - Action
Spend a Fear to make an attack roll against all targets within melee range. Any they succeed against are blasted backwards, dealing 3d8 magic damage and pushing them into far range.

"They unleash a shockwave of defensive magic, sending you flying."

On the left side is their standard weapon attack, attack modifier, and the difficulty to hit the thief. On the right are their damage thresholds, hit points, and stress. On the bottom are their features, special moves they can make. Actions are moves the adversary can take that cost one or more action tokens to use, and Reactions tell you when to use them but don't cost an action token to use. Some features also require spending Fear.

Fear Guide

- **Spend a Fear** to interrupt combat with a GM move.
- **Spend a Fear** to add 2 tokens to the action tracker.
- **Spend a Fear** to use an adversary's or environment's Fear move.

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Act One:

THE MERCHANT CART

On their way to Hush, the PCs run across an overturned merchant cart blocking their path. A strix-wolf is feeding on the driver, who is dead.

Act Two:

THICKET THIEVES

The PCs are ambushed by Thistlefolk who try to steal their carriage.

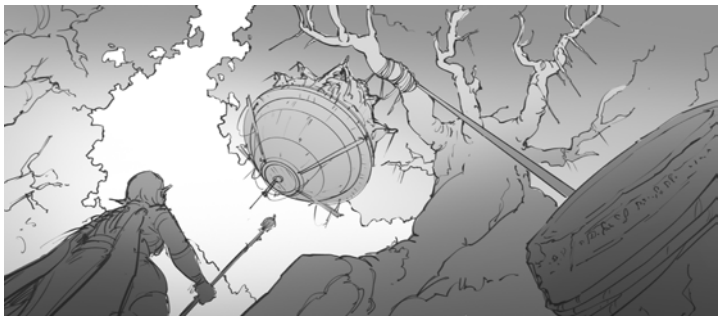
Act Three:

SEEKING AN ARCANIST

When the PCs arrive in Hush safely, they must track down the Whitefire Arcanist in town by talking to the townspeople.

Act Four:

THE TREEHOUSE



Upon opening the crate, the package is revealed to be the keystone from the city gate's main archway. King Emeris sent it to the Arcanist to repair the ward placed upon it that protects the city. The Arcanist asks for the PCs' help holding off danger while she completes the ritual needed to repair it.

Act Five:

THE WARD RENEWAL

The PCs take the stone to the ritual site and, while the Arcanist works her magic, fight off the magical creatures that begin to invade.

ABOUT THE THISTLEFOLK

The Thistlefolk take up residence in the place where nobody else dares—within the thickest, thorniest bramble of the Sablewood. Because the only Thistlefolk who emerge from the seclusion of their hidden villages are often thieves coming out to steal goods from unwitting travelers or sleeping merchants, they have received a reputation for being a syndicate of criminals. In actuality, most of the Thistlefolk are quite docile and vulnerable, choosing to live within the safety of the bramble for their own protection from the large predator species who stalk the woods looking for an easy meal.

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THE MERCHANT CART

ACT ONE

The Beginning

Read the following aloud to your players:

> *This evening, your party finally made it to the Sablewood, a sprawling forest of colossal trees some say are even older than the Forgotten Gods. It's a place renowned for two things—its sunken pathways that provide the trade routes for many traveling merchants, and its unique hybrid animals. Even now, from within your carriage, you can hear strange sounds: the bird calls of the lark-moths, the croak of the lemur-toads, the scittering of a family of fox-bats in the underbrush. One of you is driving the carriage. Who is it?*

When a player volunteers their character as the carriage driver, you can ask them a question like:

> *You've noticed something unique about the look of trees here in the Sablewood. What is it?*

Based on their answer, describe the trees they are passing by as having those features. This is utilizing one of the GM Principles in Daggerheart, "Ask Questions and Incorporate the Answers." Then, read the following aloud:

> *As your steeds pull the carriage around a tight corner, one wheel coming off the ground for just a moment, you see an overturned merchant's cart laying sideways in the path before you, blocking your way. A scattering of fruits and vegetables litter the trail. From around the side of the carriage steps a strix-wolf; a large creature with the body of a wolf, the face of an owl, and large wings adorning its back. It finishes chewing its meal, the hand of the dead merchant, as it stares at you, curious, trying to judge whether you're friend or foe. Then you see, following clumsily behind, two small pups watching their mother cautiously.*
>
> *From within, the rest of you feel your carriage come to a stop. What would you like to do?*

Allow the PCs to roleplay for a little bit if they'd like. When somebody approaches the merchant cart, that will trigger the first action roll.

The First Action Roll

Read the following aloud:

> *The strix-wolf is wary of your movement. Let's make our first roll to see how she reacts! This will be using your Presence trait, so grab your Duality Dice and roll them, then add your Presence. You can also spend a Hope before the roll to add an Experience, if it applies. Then tell me the total and which die rolled higher!*

SUCCESS

If they rolled a 10 or higher, it is a success! Describe the strix-wolf calmly trying to keep her pups out of danger.

If the roll was with Hope, tell the player to mark a Hope.

If the roll was with Fear, take a Fear token for later or make a GM move now. This is your chance to introduce a consequence to the scene. It should not undermine the success, but rather forward the narrative in an exciting way. You might say:

> *The mother hoot-howls, as if calling to another strix-wolf among the trees. You know you might not be alone for long.*

FAILURE

If they rolled a 9 or below, it is a failure. Describe the strix-wolf snarling and snapping, angry that the PC is approaching.

If the roll was with Hope, tell the player to mark a Hope. You still get to make a GM move, but because it's with Hope, it shouldn't be as bad as it could be. You might say:

> *With one last snarl, she leans down to have her pups clamber onto her back before taking off into the air, landing on a nearby branch. She is watching your every move.*

If the roll was with Fear, things go badly. Gain a Fear or describe the strix-wolf snarling at the PC, causing them to mark a Stress.

CRITICAL SUCCESS

If both dice roll the same number, it's a critical success! Tell the PC to mark a Hope. They can also clear a Stress, if they have one. Then, describe the strix-wolf moving towards the PC, head down, tail wagging. It sits in front of them.

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THICKET THIEVES

ACT TWO // PART ONE

The Fallout

Let the events of the previous act play out, allowing the players to roleplay and take other actions. Use the scenarios below for guidance.

SCENARIOS

If they search the merchant cart, you can talk about the cart being stripped of all valuables and showcase the dead driver with a mangled arm, picked over by the strix-wolf family for food. If the PCs inspect the body further, they might find that the driver had his neck slit.

If they attack the strix-wolf, have them make an attack roll against it at a difficulty of 10. On a success, they deal damage using their weapon. The pups will flee.

If they fail any rolls to interact with the strix-wolf, it will pull its pups onto its back and fly into a nearby tree, watching the adventurers from above.

If they try to find signs of something strange, they see the remnants of thorny bramble tangled around the wheel of the carriage and strewn across on the road.

If they want to move the merchant cart out of the way, are taking steps to get their carriage moving again, or are trying to leave the trail, move to The Ambush.

Strix-Wolf Mother

Bite - Melee - 1d6+3 (phy)
Attack Modifier: +1
Difficulty: 10

Minor 1 | Major 4 | Severe 8
HP: ◯ ◯ ◯
Stress: ◯ ◯ ◯

The Ambush

When the moment feels right, or one of the above scenarios triggers it, ask a PC who seems like they are paying attention to their surroundings to make an Instinct Roll with a difficulty of 14.

On a success, they notice eyes watching them from the darkness beyond the trail. If it was with Fear, have the PC mark a Stress. ***Use the "See Them Coming" prompts.***

On a failure, they are immediately ambushed. If it was with Fear, have the PC also mark a Stress. ***Use the "Ambushed!" prompts.***

See Them Coming

Read the following aloud:

> *You hear the sounds of a branch snapping and turn to see four Thistlefolk sneaking through the underbrush, attempting to get the jump on your party. The overturned cart was a distraction, but their plan didn't work. I'm taking out the action tracker, and we're going to set up a map!*

Ambushed!

Read the following aloud:

> *In a whirlwind of cracking branches and unsheathed blades, a group of four Thistlefolk jump out from the brush alongside the road. The overturned cart was an ambush! They stand before you, weapons drawn, blocking the road. I'm taking out the action tracker, and we're going to set up a battle map! They'll act first.*

SETTING UP THE BATTLE MAP

Set the action tracker somewhere within reach of all players and remind them that anytime they make an action roll, they must first add a token to the tracker. Then take the forest terrain you've cut out and ask for your players to help you spread it across the table to build a map. You may also encourage them to grab other items from around the room to add terrain to the map. Build out the playspace together.

Finally, place the overturned merchant's cart on the table and ask the players to put their miniatures nearby, where they think they would be in the scene, along with their carriage. Then take the Thistlefolk Ambusher standees and the Thistlefolk Thief, and put them in close range of the PCs.

BEGINNING THE ENCOUNTER

On the next page, you'll find the stat blocks for the Ambushers and Thief. You'll use those stat blocks to run the remainder of this encounter. Remember to make the battle your own. Decide what the Thistlefolk look like in detail, describe the scene as if the players were watching a movie or reading a book, and if you're comfortable with it, ask them to participate in building out the scene as well. That can be as easy as asking them to describe their attack or their evasion in detail, but you might also involve them further—ask them what unique clothing item the Ambushers are all wearing, or the interesting fighting style they seem to employ. You might also ask what level of violence the players are comfortable with. Are they looking to kill the enemies? Incapacitate them? Knock them out?

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THICKET THIEVES

The First Encounter

AMBUSHED!

If the players were ambushed, the Thistlefolk act first. We can see this reflected in their feature, "Ambush." Read the following aloud:

> *Having the upper hand, the three Thistlefolk rush you! Because of their feature Ambush, they get to attack, even though there are no tokens on the action tracker yet. This only happens when they enter the scene, so it won't be like this every time. But right now, they are slashing at you with daggers, protected by armor made of polished stones.*

Choose as many different PCs as you can and move the ambushers into melee with each of them. Then follow the attack guide below for each Ambusher.

SEE THEM COMING

If the players spotted the Ambushers coming, they get to act first. Read the following aloud:

> *You stand at the ready, having spotted the Thistlefolk before they could ambush you! You all get to act first, who wants to start us off?*

Thistlefolk Ambusher (Reference)

Dagger - Melee - 2d8+1 (phy)
Attack Modifier: +1
Difficulty: 13

Minor 1 | Major 6 | Severe 10
HP: 3
Stress: 2

FEATURES

Ambush - Reaction: When the ambusher enters the scene without being spotted first, they may immediately move into melee with a target and make an attack against them. On a success, they strike with their dagger for 2d8+4 (phy) damage.

"They come out of nowhere, striking with a practiced confidence."

Thistlefolk Ambusher #1

HP: ○ ○ ○ Stress: ○ ○

Thistlefolk Ambusher #2

HP: ○ ○ ○ Stress: ○ ○

Thistlefolk Ambusher #3

HP: ○ ○ ○ Stress: ○ ○

THE THISTLEFOLK'S GOAL

Use the Ambushers to keep the party's attention while the thief attempts to steal their carriage.

USING REFERENCE STAT BLOCKS

On the Thistlefolk Ambusher, you'll notice the stat block is listed as Reference with three other smaller stat blocks below it. This is how Daggerheart represents three adversaries that all have the same stats. Instead of repeating all of the information three times, it is in one centralized area.

AMBUSHER ATTACK GUIDE

On a GM move, spend a token from the action tracker to make an attack against a PC. Roll a d20, add its attack modifier (+1) and compare it to the PC's Evasion. If it hits, make a damage roll using 2d8+1. Ask them to compare the total to their damage thresholds and mark their hit point(s).

THIEF ATTACK GUIDE

On a GM move, spend an action token to move the thief and/or make an attack against a PC. Roll a d20, add its attack modifier (+3), and compare it to the PC's Evasion. If it hits, make a damage roll using 3d6. Ask them to compare the total to their damage thresholds and mark the appropriate hit points. If they're using Back Off, on a success deal the damage and move the PC's standee a direction of your choice in far range of where they previously were.

AMBUSHER/THIEF DEFENSE GUIDE

When an adversary is hit with damage, compare the amount to their thresholds, then mark the appropriate hit points. When you mark their last hit point, they are defeated.

Thistlefolk Thief

Serrated Blade - Melee - 3d6 (phy)
Attack Modifier: +3
Difficulty: 14

Minor 1 | Major 7 | Severe 14
HP: ○ ○ ○ ○
Stress: ○ ○

FEATURES

Back Off - Action
Spend a Fear to make an attack roll against all targets within melee range. Any they succeed against are blasted backwards, dealing 3d8 magic damage and pushing them into far range.

"They unleash a shockwave of defensive magic, sending you flying."

THE ENCOUNTER'S END

The encounter ends when all adversaries are defeated. Clean up the map, then encourage the PCs to describe a montage of the remaining travel time to Hush.

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SEEKING AN ARCANIST

ACT THREE

Arrival in Hush

Read the following aloud:

The path leads you further into the forest until you spot a large stone pillar, carved top to bottom in ancient dwarven symbols. This denotes one corner of the peaceful village of Hush. When you pass beyond the stone marker, you feel a small sensation like the pop of a bubble, then the sounds of friendly chatter become louder.

Though the trees of the Sablewood are unchanged here, there is a distinctive safe and comforting air. A few smiling faces turn to you as your carriage rolls in, waving or casting a warm greeting toward the party. There is lively music drifting your direction from the tavern at the center of town.

You know you need to find the Whitefire Arcanist to deliver the package from the King. What would you like to do?

If the players would like to talk to an NPC, you can choose one of the options below.

Fidget - Wildborne Human - (they/them)

A young child who will not stop wiggling—it's clear how they earned their name. They are often busy scurrying up the trees in town, lighting the lanterns that hang from the branches. They know the fastest ways through the village. If the PCs approach, they are curious what life is like outside of Hush.

Lausa Stalwind - Wildborne Dwarf - (she/her)

An older woman with a thick beard carrying a barrel of ale. She is happy to stand and talk to the party (she will keep the barrel on her shoulder the entire time). If the PCs approach, she wants to know the name of every member of the party's weapons and their forged dates.

Halython Fives - Loreborne Clank - (he/him)

A soft-spoken clank (a humanoid robot) of indeterminate age. He bears a number of small scratches across his metallic shoulder where an alert but friendly fox-bat rests. He is playing an unknown game that uses cards and acorns. If the PCs approach, he is curious about the Thistlefolk and asks if you encountered any on your way.

During their discussion, choose an additional NPC from the list above. The second will be a friend that has knowledge of where the Whitefire Arcanist lives. They last saw this person at the tavern and send you in its direction.

For example, your PCs might meet Fidget in town. After some conversation and coaxing, Fidget points the party to the tavern to meet Lausa.

The Clover Tavern

Read the following aloud:

The Clover Tavern is a sight to behold, with six curving stories climbing the trunk of an ancient tree. This is the heart of the community, always crowded with music and good-natured conversation. Newcomers to the bar must take off their shoes and hang them over a line that stretches across the bar's ground floor. Inevitably, by the time visitors leave, their shoes will be shined and filled with small trinkets. As you enter, what would you like to do?

Let the players roleplay here for a bit, introduce them to a barkeep or a friendly local who asks them to hang their shoes on the line. Let them explore the different levels of the tavern, and if you feel comfortable, ask some of your players to participate in describing details about it.

How does the second floor of this tavern look so wildly different than the first? What smell permeates the air throughout this place? What unique custom do the locals seem to participate in every time you walk in the room?

THE FIRSTMOSS FESTIVAL - OPTIONAL

If they ask around, the PCs will find out the people of Hush are currently celebrating the Firstmoss Festival—the time when the new crops in the Sunless Farms have the first layer of moss growing upon them, meaning they're beginning to ripen for the season. It's a celebration of the arrival of spring, and of the abundance of fresh fruits and vegetables the town will soon have. There is a good-natured arm wrestling competition, a stone-painting class, and a small marketplace full of homemade trinkets.

When you're ready, guide the players in finding an NPC who will help them. If they bypassed asking someone in town, just use one of the NPCs from the list here instead. After a few exchanges, you can have the NPC say something like:

The Arcanist is quite busy, but if you've traveled so far, I'm sure she'll be more than hospitable. We would be lost without her. She keeps this whole place under a powerful ward so that no dangers from the Sablewood can pass into town. You'll find her house to the south, through the farmland. It's hanging from one of the old Sablewood trees, you can't miss it.

When the PCs are ready, set them off towards the Arcanist.

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THE TREEHOUSE

ACT FOUR

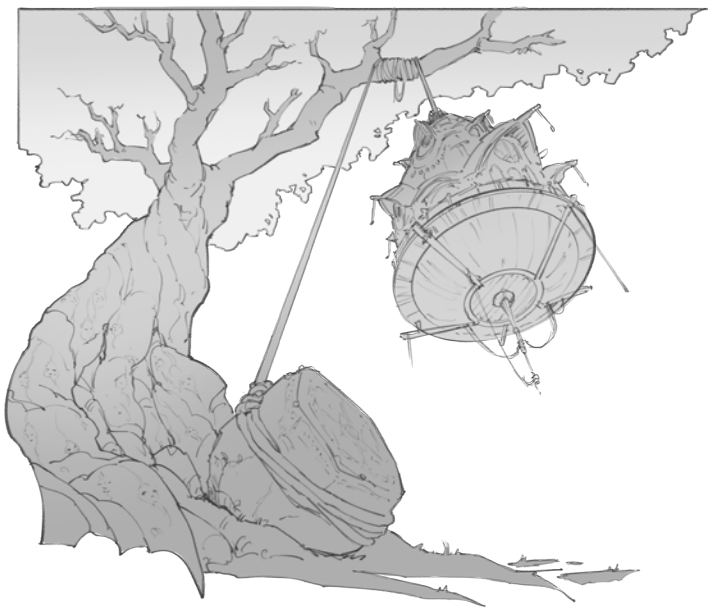
The Whitefire Arcanist

Read the following aloud:

> *Making your way past the homes of the village, then through the farmlands of Hush, you see a variety of crops that have begun to cultivate a thin layer of glowing blue moss over the top of their fruits and vegetables. They pulse softly like a heartbeat as you pass.*
>
> *Among the thriving groves, you notice that the Sablewood trees in this area have hundreds of unique faces carved into all sides, the eyes peering in every direction.*
>
> *One tree, taller than the rest, bears the Arcanist's home, like an overripe fruit. It hangs from a braid of rope, as wide around as a giant's forearm, tied to a massive branch and counterweighted by a cabin-sized bolder lying at the base of the tree. The stone is marked with a collection of symbols and the cabin windows flash with a soft, yellow-green light.*
>
> *What would you all like to do?*

Give the players the option to roleplay and problem solve. Use the section below as guidance, or create your own.

- **If they try to call to the Arcanist from below,** there is no response, but the light within still flickers.
- **If they try to cut the counterweight rope,** it will immediately blast them backwards a few feet, dealing a point of Stress.
- **If they try to climb the tree,** its an Agility Roll with a difficulty of 13. On a failure, a limb of the tree grabs them, gently sets them down on the forest floor, then resumes its original form.



When they finally do something to successfully get the Arcanist's attention, use the following to describe her as she emerges from her cabin to greet them.

> *A 7ft mix of humanoid and firefly, the Arcanist is a faerie that moves in a combination of both very slow and suddenly jerky motions. Though her expressions are difficult to read, her emotions are very clear in her voice. She is old but spry, and eyes the group mischieviously.*
>
> *"Are you the group Emeris sent from the capital? Oh my, you're rather late aren't you. Come in, come in."*
>
> *As the Arcanist lowers her home and invites you inside, you'll notice the treehouse is surprisingly spacious. The main room is a crowd of potion bottles, spellbooks, runes, plants, and small creatures of all kinds. But, no one could classify this place as messy. It's clear that if anyone moved a single item even an inch, the old faerie would notice.*

The Package

Let the players roleplay with the Arcanist. Make her curious about their journey, the NPC who directed them towards her house, and how each of them have imagined they might die one day.

Once she's had enough conversation, the Arcanist will ask about the package from King Emeris. In order to inspect it in safety, she will magically unfold her home as if it were a blossoming flower. She'll hurry the players to get the crate inside before closing the cabin back up, now just a bit bigger. When she opens the delivery, read the below aloud:

> *Inside King Emeris' package lies a massive stone with a lion's face carved into it. Marlowe, you recognize this as the keystone of the capital city gate's main archway. The Arcanist nods sagely as soon as she sees it, saying: "Of course the King would keep this delivery secret. If anyone knew your city was no longer warded, you would be conquered before sunrise." With this ominous warning, she starts to unfurl her treehouse yet again. "We must travel to the Open Vale to reinstate the ward. But such an effort of magic will attract dangerous creatures from the darkest reaches of the Sablewood. I'll need your help."*

If the players seem enthusiastic about helping, you should cut straight to the Open Vale, transitioning into Act Five. Otherwise, you can encourage the players to describe their time traveling with the eccentric Whitefire Arcanist.

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THE WARD RENEWAL

ACT FIVE // PART ONE

The Open Vale

Read the following aloud:

> *On direction from the Arcanist, your carriage pulls into a mysterious clearing in the shape of a perfect circle, the only area of the Sablewood you've seen without trees to block out the sky. This is the Open Vale.*

Speak to the players as the Arcanist, describing the Open Vale as a place used for strong ritual magic. It's where she first forged the ward pillars that reside on all four corners of Hush, keeping the village safe. She almost died in that ritual, but is reluctant to say more for fear of angering the Forgotten Gods. Engage the PCs in conversation, then when you're ready, read the following:

> *The Arcanist's antennae perk up in a disconcerting way. "This is good. Stop, stop. Yes, here. Now come help me, I'm old." This time, she unfolds the carriage as she did with her home and stands over the crate, humming. Her body starts to glow brighter, flickering in the night.*
>
> *"I will need an hour of time to prepare. You all, enjoy the night air while you can. We'll be busy very soon."*

A Short Rest

Tell the PCs that they will now take a short rest.

During a short rest, a PC may choose up to two of the following options. *They may choose the same option twice.*

TEND TO WOUNDS
Describe how you patch yourself up and clear 1d4 hit points. You may also tend to an ally instead.

CLEAR STRESS
Describe how you blow off steam or pull yourself together, and clear 1d4 Stress.

REPAIR ARMOR
Describe how you spend time quickly repairing your armor and clear 1d4 marked Armor Slots. You may also repair an ally's armor instead.

PREPARE
Describe how you prepare yourself for the path ahead and gain a Hope. If you choose to Prepare with one or more members of your party, you may each take two Hope.

GM PREP DURING REST

While the PCs are resting, review the stat blocks for the adversaries located below and on the next page. These will be used in the final battle.

Ancient Skeleton (Reference)

Rusted Sword - Melee - 2d6+2 (phy) | Minor 1 | Major 7
Attack Modifier: +0 | HP: 2
Difficulty: 12 | Stress: 1

FEATURES

Group Attack - Action (2)

+0 Attack Modifier

Choose a target and activate all Ancient Skeletons within Close range of them. Those minions move into melee with the target and make one shared attack roll. On a success, they deal 4 phy damage each. Combine this damage together.

"They descend on you, stronger together."

Ancient Skeleton #1

HP: ○ ○ Stress: ○

Ancient Skeleton #2

HP: ○ ○ Stress: ○

Ancient Skeleton #3

HP: ○ ○ Stress: ○

Ancient Skeleton #4

HP: ○ ○ Stress: ○

ANCIENT SKELETON BATTLE GUIDE

Because the skeletons have no attack modifier, roll a d20 and ask if it hits the target's Evasion. On a success, deal 2d6+2 physical damage.

If the ancient skeletons take 6 or less damage, they mark one hit point. Otherwise, they drop.

Their Group Attack Feature allows you to activate several skeletons at once to make a powerful attack. It costs two action tokens to use because it says 'Action (2)'. To use it as part of a GM move where you're spending action tokens, spend action tokens to activate a group attack, moving all skeletons in close range of a target into melee. Make one attack roll with a +0 modifier against the PC's Evasion. On a success, deal 4 phy damage per skeleton. Add all of this damage up before dealing it to the PC.

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THE WARD RENEWAL

ACT FIVE // PART TWO

The Ritual Begins

Read the following aloud:

> *The Arcanist lets out a shrill cry, "The keystone has finally responded! Quickly, surround me, the ritual must begin or I'll lose the pathway! Hurry!" Her body begins glowing brighter and brighter still as her eyes roll backwards into her head and the entire carriage lifts a foot off the ground. An unearthly cry echoes from the woods, alerted by the arcane energy.*

Then place the Whitefire Arcanist standee at the center of the table. Ask the players to also place their standees in the scene. Finally, place four Ancient Skeletons within close range of the Arcanist and two Forest Wraiths within far range, then read the following aloud.

> *You feel a rumble as four ancient skeletons emerge from the ground, rusted swords in hand, disturbed by the forces of magic being used by the Arcanist. In the distance, two Forest Wraiths float ominously towards you. I'm going to start a countdown die for the ritual, your goal is to hold off the enemies until her work is completed.*

Grab a d8 and set it to the 8 side. This is a countdown die. It will tick down one number every time an adversary is defeated. It will tick up every time the Whitefire Arcanist is hit with an attack. When the countdown reaches 0, the ritual is complete and the fight will end.

ENVIRONMENT FEATURE

Environments can have their own features that let you utilize them in a unique way. For this encounter, you have an environment feature called Vengeance of the Vale.

The Open Vale

Tier: 0 Type: Exploration

FEATURES

Vengeance of the Vale - Action (2)

Call forth two additional ancient skeletons from the ground within very close range of a PC. This does not use their activation.

ENCOUNTER GM GUIDANCE

The countdown progresses every time an adversary is defeated, so if it's not moving quickly enough, use **Vengeance of the Vale** to spawn more skeletons, as they're easy to take down. Have adversaries target the Whitefire Arcanist if no other PCs are within attack range. Her difficulty is 11. She doesn't mark Hit Points or Stress.

FOREST WRAITH BATTLE GUIDE

Forest Wraiths can attack from far range with a +3 attack modifier. On a success, they deal 1d10+4 magic damage. They have **resistance** to physical damage, meaning any incoming physical damage is cut in half (rounded up).

Their **Memory Delve** move makes the target Vulnerable, which means all rolls you make against them are at advantage (roll an additional d20 and take the highest result). This condition doesn't stack.

Pass-Through should be used sparingly to avoid incapacitating the whole party at once. Because this move knocks a PC out of their body and stops them from acting until an adversary is taken down, using the Vengeance of the Vale Encounter Move can be a useful way to generate new, easily defeatable adversaries to avoid this from happening.

Forest Wraith (Reference)

Lifedrain - Far - 1d10+4 (mag)
Attack Modifier: +3
Difficulty: 13

Minor 1 | Major 7 | Severe 14
HP: 6
Stress: 3

FEATURES

Spectral Body: The Forest Wraith has resistance to physical damage

Memory Delve - Action
+3 Attack Modifier
Make an attack roll against a close target. On a success, the Forest Wraith flies into melee and places their hand upon the target's cheek. Ask the player to describe a terrifying moment from their character's childhood. Then deal 1d20+2 magic damage and make them temporarily Vulnerable until their next rest.

Pass-Through
+3 Attack Modifier
Spend a Fear and make an attack roll against a target in melee. On a success, the Forest Wraith passes through the target, pushing their soul from from their body momentarily. They cannot act again until the Ritual Countdown ticks down one value.

Forest Wraith #1

HP: ○ ○ ○ ○ ○ ○ Stress: ○ ○ ○

Forest Wraith #2

HP: ○ ○ ○ ○ ○ ○ Stress: ○ ○ ○

DEATH MOVE

If a PC ever marks their last hit point, they make a death move. For the purposes of the Quickstart Adventure, they simply fall unconscious until they are healed for any amount or the danger passes.

The Ritual Ends

When the Ritual Die ticks down to 0, move to the Epilogue.

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BEYOND THE VALE

EPILOGUE

The Keystone Ward

Read the following aloud:

> *As you deliver a powerful blow, the ritual ends! The carriage comes falling to the ground as the keystone vibrates with arcane energy. Then, all at once, a soundless explosion erupts from the Whitefire Arcanist, dissipating any last enemies who might remain. The clearing is quiet once again.*
>
> *Back inside the treehouse, not but an hour later, the keystone sits suspended carefully above a rumbling fire in the hearth.*
>
> *The Arcanist, who looks even older now than she did before, sits cross-legged in an over-stuffed chair. There is an exhaustion in her voice as she speaks.*
>
> *"You fought hard. I'm not surprised, of course. The King keeps good company. I'm very glad you were there."*

Give the PCs the chance to wrap up their story with the Arcanist. When conversation stalls or the PCs ask about the keystone, you might say something like:

> *"The keystone will need a week, maybe more, to allow the magic to settle. I'll need to watch it carefully to ensure nothing cracks or becomes sentient or anything of the like. You know how it is. And in the meantime, after you rest and gather yourselves, have a nice hot meal and warm bath, I have one more thing to ask of you."*
>
> *We pull out of the Arcanist's home, out of the forest itself, to view the verdant expanse from above, and see twisting stone spires breaking through the treeline, each with a flame flickering within the tower like a beacon. She continues:*
>
> *"There's a Spire, just west of here, maybe a few hours walk. I felt it on the way to the ritual. Its power was... strange. The light felt weaker than it should be. I think something might be terribly wrong with the Spirekeeper, and I fear what will happen if its fire is extinguished altogether. When you're ready, come back, and I'll give you my map so you can make it there safely. It's good to have heroes in the Sablewood again."*
>
> *And that's where we're going to end today's session.*

Beyond the Adventure

Congratulations, you've completed the Daggerheart Quickstart Adventure! The game is in Open Beta and the current draft of the Core Rulebook is available to read in full on the Daggerheart website www.daggerheart.com.

Because the game is still in development, we'd love any feedback you have based on this session. Surveys for the game are available on the website. We hope you jump into a full campaign while the Open Beta is live!

The Sablewood Messengers Credits

Lead Designer: Spenser Starke
Additional Designers: Rowan Hall & Mike Underwood

Senior Games Producer: Elise Rezendes
Junior Games Producer: Alex Teplitz

Artists: Shaun Ellis & Pao Yong
Layout: Matt Paquette & Co

Archivist: Dani Gage

Playtesting Coordinator: Brieger Creative

Head of Darrington Press: Ivan Van Norman
Creative Director: Travis Willingham

The Sablewood Messengers Inspiration

TTRPGs
Dungeons and Dragons by Wizards of the Coast
Pathfinder by Paizo
For The Queen by Alex Roberts
Lady Blackbird by John Harper
The Wildsea by Felix Isaacs

Books
The Edge Chronicles by Paul Stewart & Chris Riddell
The *Lord of the Rings* series by J.R.R. Tolkien

TV & Film
Avatar: The Last Airbender created by Michael Dante DiMartino & Bryan Konietzko
The Legend of Vox Machina created by Critical Role Productions

For a full list of credits and inspirations for Daggerheart, see the core rulebook.

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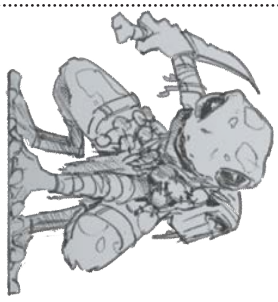
SABLEWOOD MESSENGERS

STANDEES & TERRAIN

Strix-Wolf Mother

Strix-Wolf Mother

Thistlefolk Ambusher #1



Thistlefolk Ambusher #1

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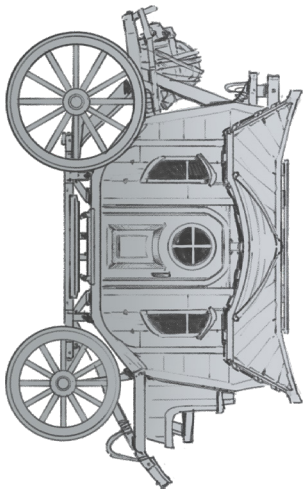

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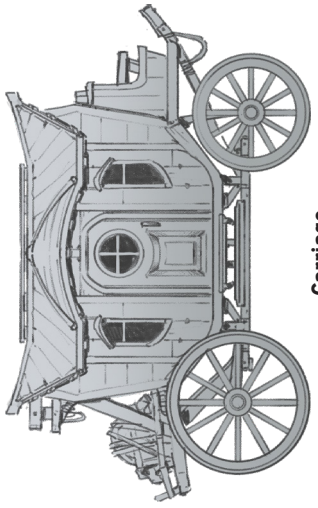
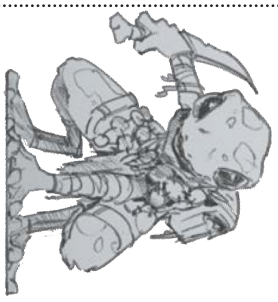


Merchant Cart

Merchant Cart

Thistlefolk Ambusher #2



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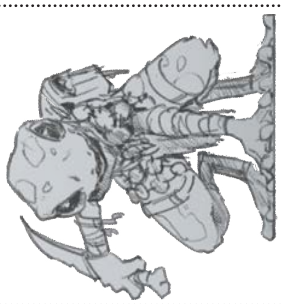

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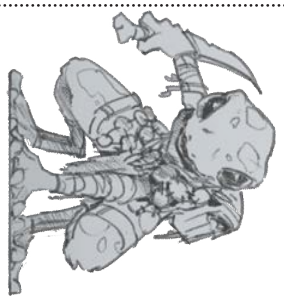


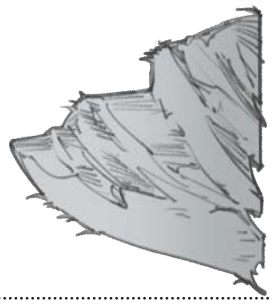
Thistlefolk Ambusher #3

Thistlefolk Thief

Thistlefolk Thief

Forest Terrain

Forest Terrain



Forest Terrain

Forest Terrain

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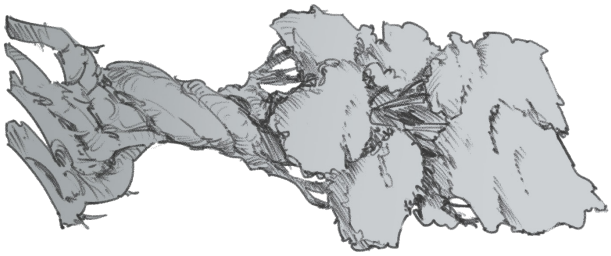
SABLEWOOD MESSENGERS

STANDEES & TERRAIN

Forest Terrain



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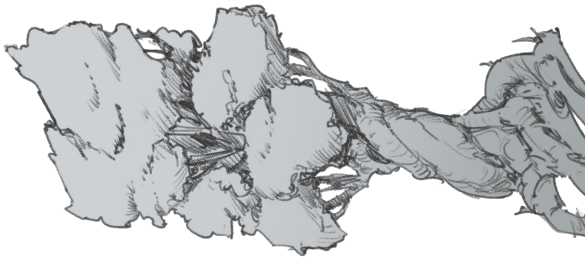

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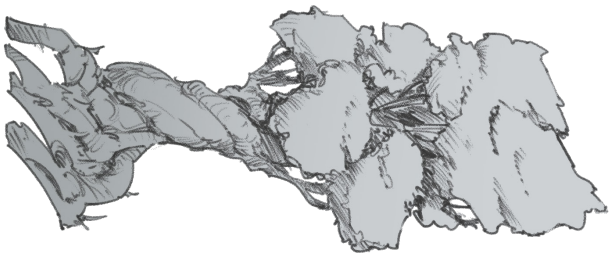

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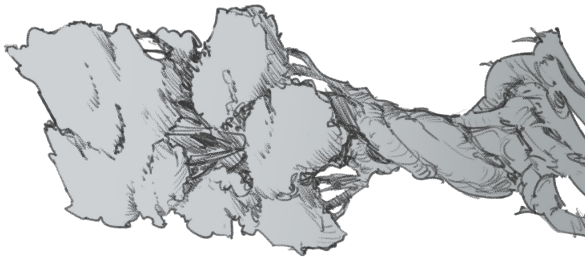

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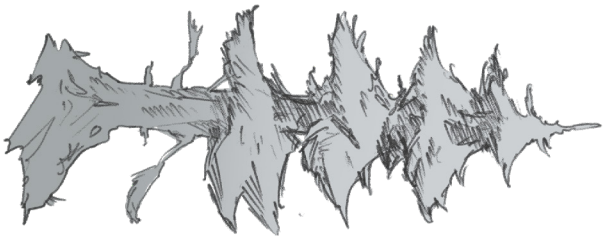

Forest Terrain

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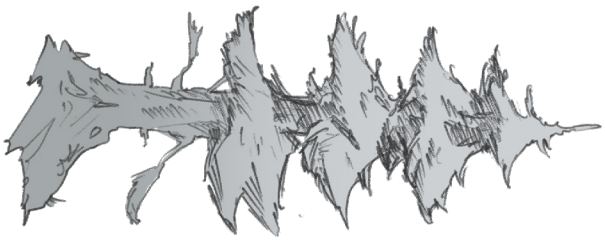

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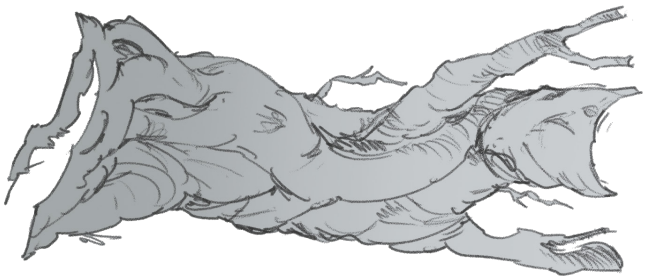

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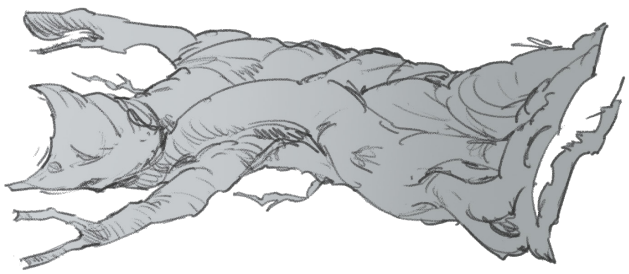

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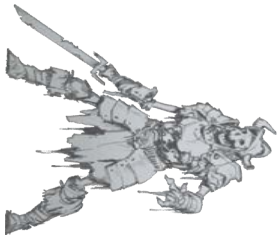
SABLEWOOD MESSENGERS

STANDEES & TERRAIN

Ancient Skeleton #1



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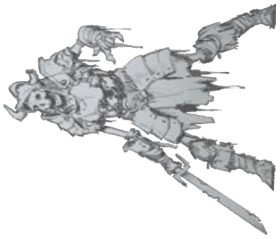

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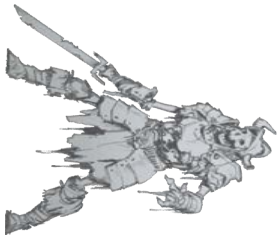

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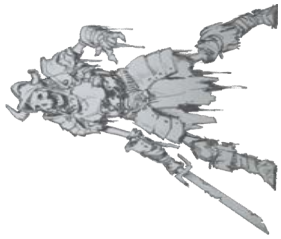

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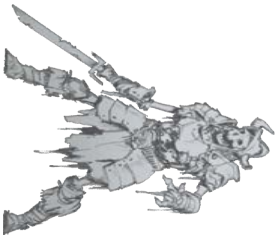

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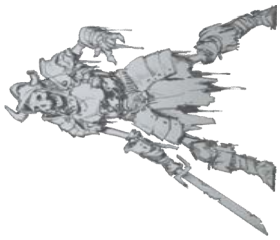

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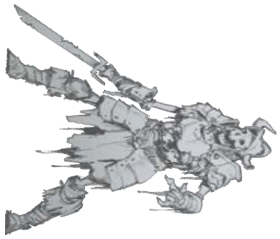

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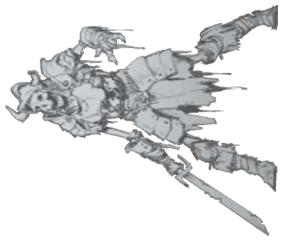

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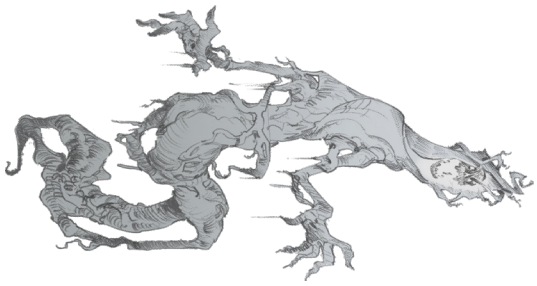

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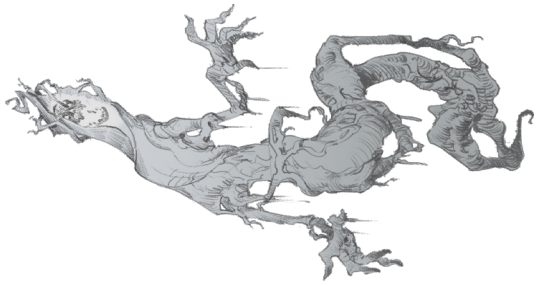

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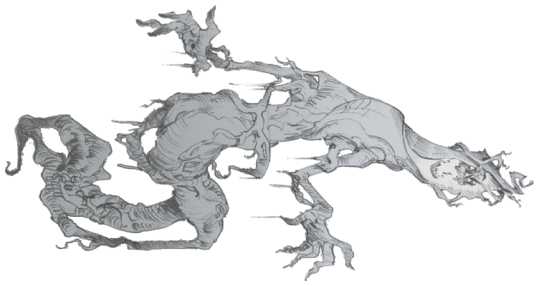

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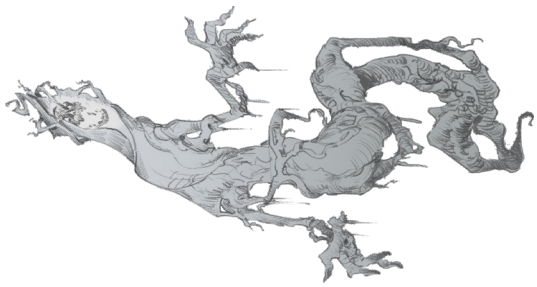

Whitefire Arcanist

Whitefire Arcanist

ACTION TRACKER

Whenever PCs use an action or make an action roll, they place a character token on the action tracker. When the GM makes a move, they may choose to spend any number of the tokens currently on the action tracker. For each token they spend, they can activate an adversary on the battlefield to take an action (this could be casting a spell, making an attack, ending a temporary condition, etc).

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